

SiriusTM
presents

PLASMANIATM



Game Design by David Lubar

Plasmania™

To Begin: VIC-20:

Set up your computer system and joystick controller as instructed in your owner's manual. Turn the power OFF before inserting the game cartridge. Turn the power ON and use the f5 key to select a play level. Press the Space Bar or joystick button to start the game.

To Begin: Apple II, II+ & IIe:

Insert the diskette in drive #1 and boot as usual. Press the Space Bar to interrupt the game demonstration, then follow the instructions given on your screen to choose a control device and play levels. Press zero to begin.

The Objective:

You and your submarine are to be injected into the bloodstream of a critically ill patient. Your mission is to travel through several phases of biological obstacles and destroy a life-threatening Blood Clot.

Joystick Control:

Tilt the joystick forward to increase your speed or backward to slow down or back up slightly. Your sub is equipped with medical technology's finest laser ray. Press the joystick button to fire it. Hold the button down for rapid fire.

Apple II & II+ Keyboard Controls:

← = left	A = up
→ = right	Z = down
Space Bar = fires	

Apple IIe Keyboard Controls:

K = left	A = up
L = right	Z = down
Space Bar = fires	

VIC-20 Convenience Controls:

Cursor keys = Centers image on the TV screen during game demonstration.

f5 key = Play levels can be selected using the f5 key during game demonstration.

RESTORE key = Returns you to game demonstration.

RUN/STOP key = Pauses and restarts the game anytime during play.

Fire Button or Space Bar = Restarts the game from last level selected by f5 key.

Apple II, II+ & IIE Convenience Controls:

ESC = Pauses the game until pressed again.

CTRL-R = Returns you to the selection menu.

CTRL-S = Sound on/off toggle. (Sends the sound from the Apple speaker to the cassette port.)

Screen Display/Scoring:


While in the game demonstration, the Play Level is shown at the top of the screen. The score is displayed there while the game is in play. A Time Clock is located in the bottom left corner of the screen. A Heart Monitor is located in the bottom center and a "Patients Saved" tally is in the bottom right corner.


The Heart Monitor displays the patient's condition. Patients begin each game with a slow, steady heartbeat. EACH TIME YOUR SUB CRASHES INTO ANY OBJECT, THE PATIENT LOSES STRENGTH. Each time you allow Antibodies or Bacteria to pass your ship alive, the patient's heart will skip a beat and he will lose strength. (The Phases/Obstacles section describes additional qualities of each object.) As time passes the patient will lose strength. A flat heart rate means that you have lost the patient and the game is over.


Points are awarded for shooting obstacles and bonus points are gained for completing each phase. The stronger the patient's heartbeat upon completion, the higher the bonus.


Phases/Obstacles:


No matter which Play Level you choose, you will have to travel thorough several phases to reach your goal, the dreaded Blood Clot. When operating on your first patient you must battle your way through phases 1, 2, 5 and 6. Phase 3 is added on to your second journey to the Blood Clot in that same Play Level. From your third voyage on, you must navigate all six phases.

 **ANTIBODIES:** Avoid touching the artery walls. When you do, fast acting Antibodies are released. Destroy as many as possible, for those allowed to pass by will steal strength from your patient. Antibodies are present in phases 1 through 5.

 **ENZYMES:** You should attempt to shoot any Enzyme you see in order to release its healing properties. Blasting Enzymes is the only way you can restore lost strength to the patient. Allowing one to pass you by has no adverse effects. Enzymes are present in phases 1 through 5.


 **PHASE 1: DEFENSE CELLS** from the patient's primary immune system are released from the artery walls as you approach. You may blast these with your laser for points, although the patient is not harmed if they pass by.

 **PHASE 2:** The BLOOD CELLS in phase 2 supply your patient with oxygen. Try not to shoot or touch them, as their destruction will have a negative effect on the patient's condition.

 **PHASE 3:** Any BACTERIA allowed to live in the patient's blood stream will decrease your patient's chance for survival. Each time you shoot a Bacterium, it weakens. You must shoot it three times to completely destroy it.

PHASE 4: Defense Cells, Blood Clots, and Bacteria are all present in this very challenging phase.

PHASE 5: As you near your goal, you will find that the artery begins to narrow. You must try to navigate through phase 5 without touching the artery wall.

 **PHASE 6:** Small CLOTLETS, as well as your final target, the BLOOD CLOT, await you in phase 6. You must steer carefully through the indestructible Clotlets to reach the Blood Clot. Be careful! Running into the Clot is fatal to both you and the patient. FIFTEEN laser blasts are required to destroy it. All fifteen shots must be fired before the Heart Monitor goes flat. Then, if you're up to it, you can continue with the next patient.

Play Levels:

LEVEL 1 = Normal Game

LEVEL 2 = Extended Normal Game

LEVEL 3 = Difficult Version for Advanced Players

LEVEL 4 = Extended Difficult Version

LEVEL 5 = Easy Game for Beginners

LEVEL 6 = Extended Easy Game

In the extended levels, the first five phases of your voyage are longer. In the difficult levels, you will face more obstacles on your journey to the Blood Clot. In the easy levels, collisions cause less damage to the patient and there is no time penalty. Each time you destroy a Blood Clot, you are given the chance to save another patient in the same Play Level.

Hints from David Lubar . . .

Avoid the walls. Not only are the Antibodies dangerous, but they also cut down the chance that an Enzyme will appear.

Get close to the Bacteria and the Blood Clot. This allows your laser to shoot faster. Try to hit each Bacterium at least once, but don't waste too much time on them. Time is your biggest enemy.

Be ready for each new phase, since each requires a different strategy.

Watch the Heart Monitor. If it begins to go flat, you'll want to speed ahead instead of shooting for more points.

Important Notice To VIC-20 Owners:

Limited One Year Warranty

Sirius will replace any defective cartridge at no charge if the original cartridge and proof of purchase are returned to Sirius within 90 days of purchase. After 90 days, and up to one year from the date of purchase, Sirius will replace any defective cartridge for \$5.00 provided the original cartridge is returned. For those outside the U.S.A., please include enough funds to cover return postage.

This warranty is not applicable and shall be void if the defect has arisen through misuse, tampering, modifications or excessive wear. Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you.

Important Notice To Apple Owners:

Limited One Year Warranty

This diskette, when booted, will do a quick test of itself and your Apple. Failure of the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, try the diskette on a different computer to eliminate the possibility of a bad diskette. All of our products are tested prior to shipment.

Sirius Replacement Policy: Sirius will replace any defective disk at no charge if the original disk and proof of purchase are returned to Sirius within 30 days of Purchase. After 30 days and up to one year from purchase, Sirius will replace any defective disk for \$5.00, provided the original disk is returned. For those outside the U.S.A., please include enough additional funds to cover return postage.

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VIC-20 version programmed by Erich Horn.

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